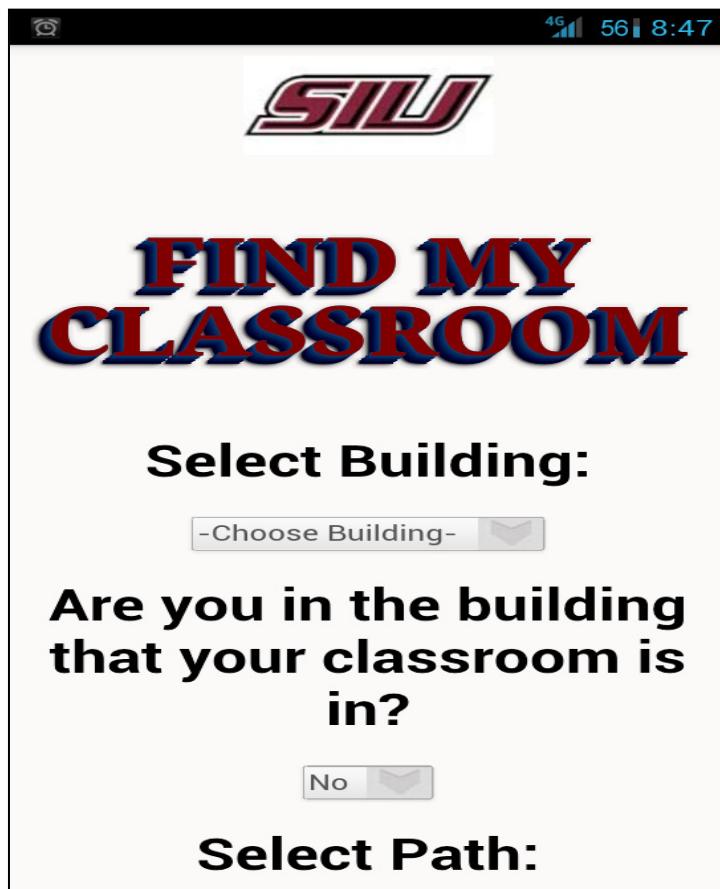


SIUC Find My Classroom

User Guide

Version 1.0



SIUC Find My Classroom User Guide

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Chapter 1 - About this Manual

1.1 - Introduction

This manual provides a general overview and description of its functionality and basic operation instructions as well as limitations of this application.

1.2 - Scope and Purpose

This manual provides the following:

- Necessary settings directions to enable high accuracy of user location.
- General description and specifications of the SIUC Find My Classroom app.
- Operating instructions of the app.

1.3 - Targeted Audience

This manual is designed and developed for any person unfamiliar with the SIUC campus grounds and a known destination (classroom) to go to. It is assumed that the user has a working knowledge of how to operate a cell phone with a touch screen.

Chapter 2 - Introduction

The SIUC Find My Classroom app is the perfect application for finding the user's way around the SIUC campus if the user is unfamiliar with where to go but know where the user needs to. If the user is external to the building that the user destination is (and not in another), it takes the destination of where the user is going, finds the user location via GPS signal, and shows the user the path to the user's classroom.

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Specifically tailored for all age users, it is made for no typing user input, but yet flexible enough in its option selection that the user can get where the user is going efficiently.

2.1 - SIUC Find My Classroom Overview

Fig 1-1 shows the opening screen when the user starts the SIUC Find My Classroom app.

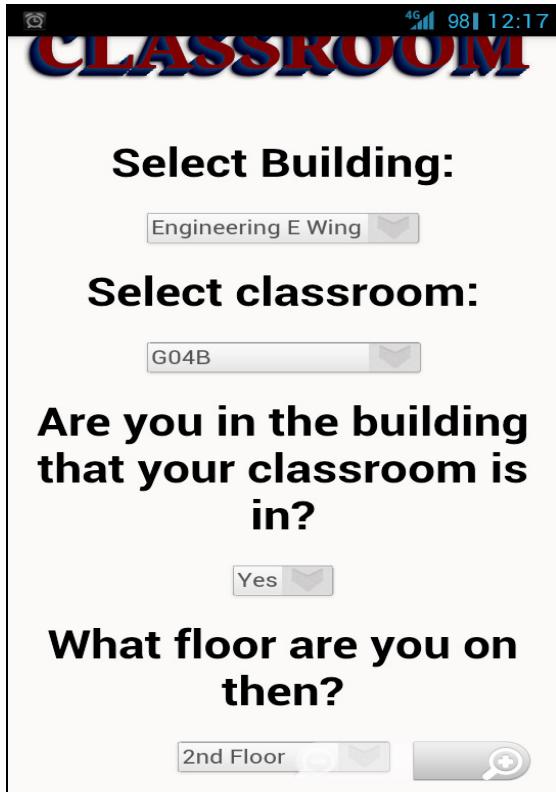


Fig 1-1

This shows the opening screen where the user selects the user's classroom and based on if the user is in the building or not, it will open the next page appropriately.

Fig 1-2 shows, for example, how Google Maps is integrated into this application via safest path (as mentioned before, it does not yet show the user the path on the highlight pathways to get to the classroom).

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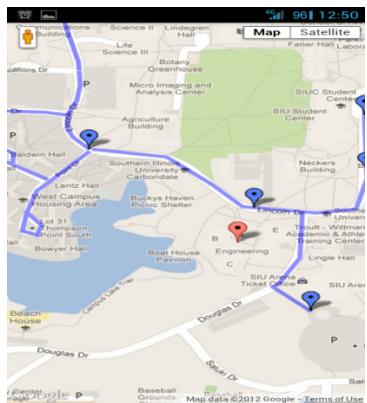


Fig 1-2

This does show the user the pathway the user can take around campus that is the most lit for night walks on campus grounds.

Fig 1-3 depicts the way the user sees the floor maps of each building and the animations that show where the user should be located on that floor and where the user needs to go to.

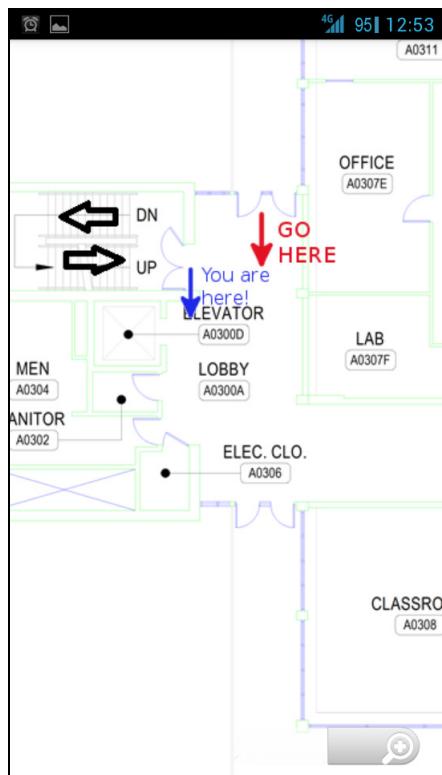


Fig 1-3

Chapter 3 - Phone settings for SIUC Find My Classroom

3.1 - Turning on GPS sensor

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It is not necessarily required since this application uses Geolocation, however, to get a desirable user location it is a better guarantee of accuracy that the GPS sensor (if available) on the user's cell phone be enabled before use of this app.

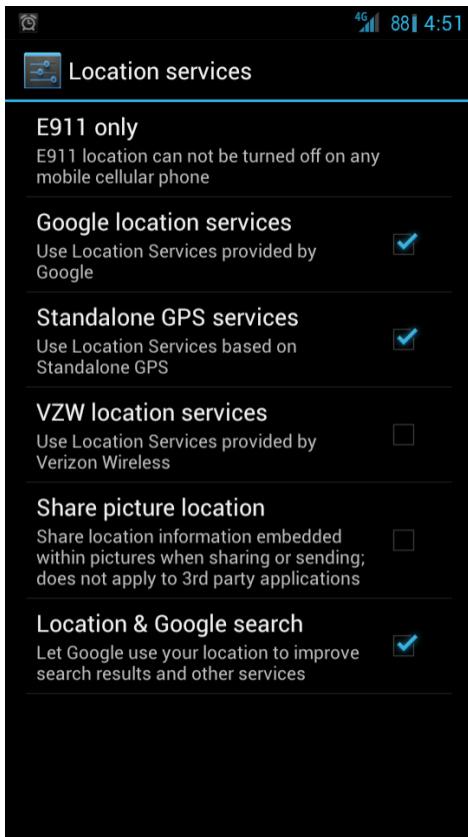


Fig 1-4

Chapter 4 - Installation of SIUC Find My Classroom App

4.1 - Enabling installation of unknown sources

At the time of this writing, the SIUC Find My Classroom app is not available on Google Play. Therefore to install this app, enable the "Unknown sources" checkbox in the Security settings that is located in System Settings of the user's device.

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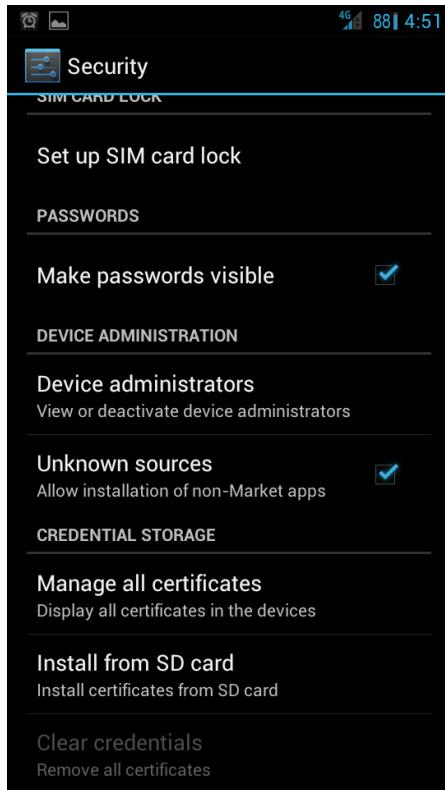


Fig 1-5

4.2 - Copying installation file onto device

The SIUCFindMyClassroom.apk file contains the installation files in order to install onto any device. The user must move it from any source onto the device and remember in what folder it was placed to find it for installation.

4.3 - Obtaining a file explorer

Using any file explorer downloaded from Google Play, open the file explorer and navigate to the folder which contains the SIUCFindMyClassroom.apk file and simply click on it to open the installation prompt.

4.4 - Installation

For installation, after clicking the .apk file in the file explorer, it will prompt about giving access to certain sources on the user's device. Simply continue through each prompt with no modification and once it is available to press "Install", do so. After installation, it will now be located in the user's app list with the rest of the user's device's apps.

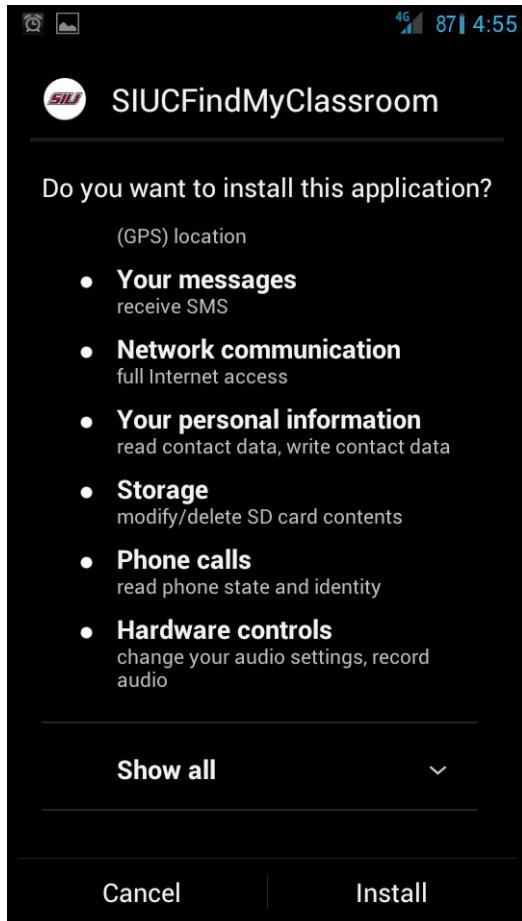


Fig 1-6

Chapter 5 - Directions for use

5.1 - Step-by-Step process & selection description of classroom destination form

The opening page has a number of selection items the user must choose for the SIUC Find My Classroom app to know where the user is wanting to go on the SIUC campus. These are the selection steps:

1. Select a building.

- Here the user selects what building the classroom the user is wanting to go to is in, all the buildings the app supports so far are in the list.

2. Select a classroom.

- Here the user selects the actual classroom the user is wanting to go to, all the classrooms the app supports so far are in the list (based on what building the user pick).

3. Select if the user is in the building already of the user's destination.

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- Here the user selects if the user are already in the building and start this app to use the app to move through the floor or floors to find where the classroom is.

If the user selects "No", skip step 4 and go to selection step 5.

4. Select floor.

- Here the user selects what floor the user is on in that building if the user so the app knows what floor map to open in that building to show the user to the user's classroom.

If the user is in this step, skip step 5 and go to selection step 6.

5. Select path.

- Here the user selects what path the user want to take to the building where the classroom is, whether it be shortest path or safest path (again shortest path is not yet supported fully). This will open the route up in Google Maps with the user's location.

6. Press the "Show Me The Way!" button and the app will open the appropriate window.

If the user **WAS NOT** already in the building where the user's classroom was, this will open Google Maps with the user's desired pathway. For information on how to operate this screen, go to **section 5.2**.

If the user **WAS** already in the building where the user's classroom was, this will open the floor map of what floor and building the user selected. For information on how to operate this screen, go to **section 5.3**.

5.2 - Google Maps navigation

Depending on which path was chosen, the user will see Google Maps with a green marker icon that shows the user location on the map. The user is to walk the path that is shown in Google Maps to go to the correct building. Once the building is about to be reached, the user must press what marker (which represents doors at the building) which will open an information window about what entrance that is and the floor map hyperlink. If that is the correct door, the user must press on the hyperlink to move to floor map view of that building which is covered in **section 5.3**.

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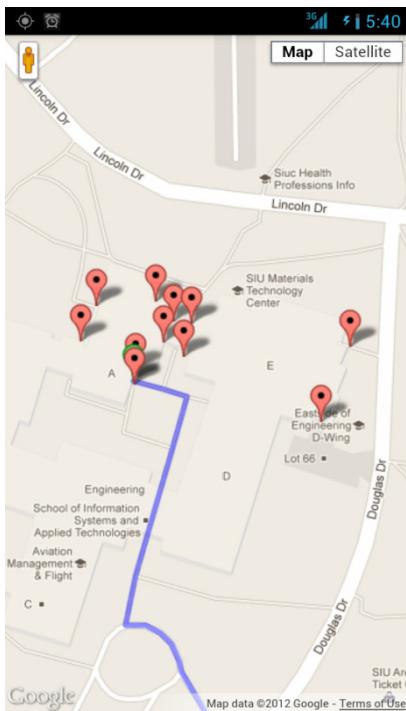


Fig 1-7

5.3 - Floor map navigation

Once floor map navigation is reached, the user will see where they are (unless they are already in the building) relative to the floor map with an animation. There will also be an alert box that pops up if the user needs to go upstairs or downstairs. There will be a "GO HERE!" animation bouncing up and down on the stairs and the user must go the appropriate direction, up or down by clicking on the arrows on the stairs. If the user is already on the correct floor of the desired classroom, then the "GO HERE!" animation will be bouncing at the room they need to navigate to with the information of where they entered the floor map and the hallways to get to the classroom.

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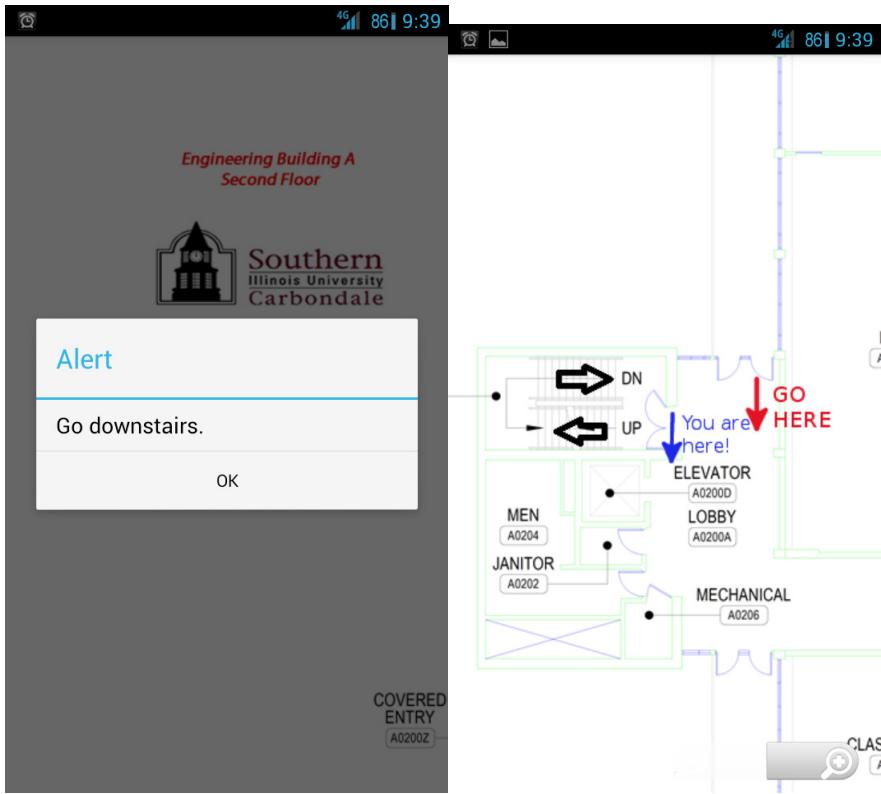


Fig 1-8 (above), Fig 1-9 (above-right), Fig 1-10 (below)

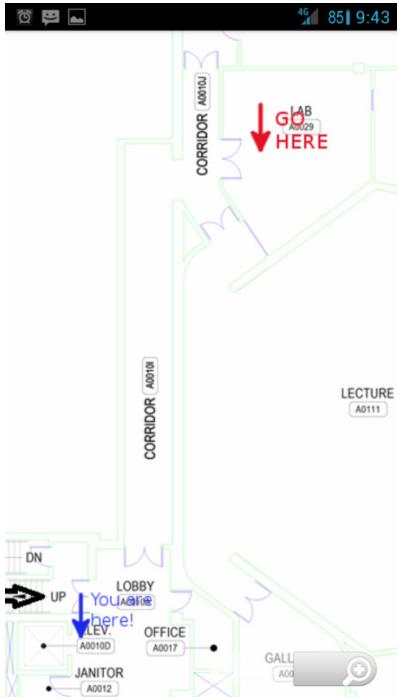


Fig 1-9 shows the user the direction to go downstairs if the classroom is not on the user's current floor. Fig 1-10 depicts an example if the user is to go downstairs again if they have

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already came down the stairs. Fig 1-11 gives an example of when you get to the correct floor, how the "GO HERE" animation will be in the classroom desired to go to and the "You are here!" animation of where you are at relative to the classroom.